

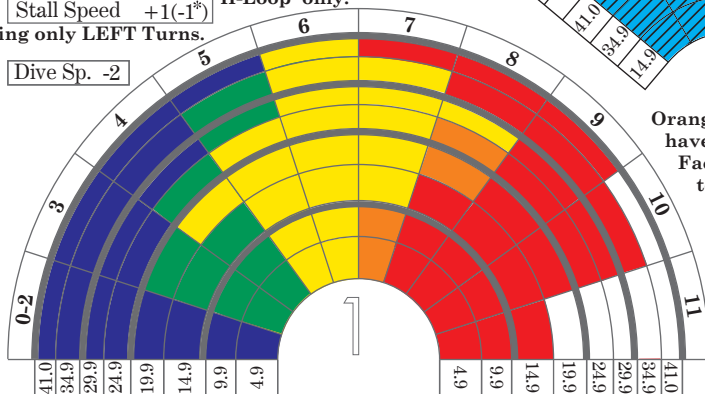
## P-47D -5 to -23 (modified & stock performance)

Republic P-47D "Thunderbolt". Day Fighter/Fighter-Bomber.  
P.V.: 23. Engine Type: R. Producer: U.S.A. Introduced in  
Summer '43. 6,266 "Razorback" built. Reduce ceiling by  
2.0 per bomb Loaded. Loaded (early only): Can carry 1 bomb.  
Later models with wing pylons may carry 3 bombs. Reduce  
Mg ammo to 5 when carrying 3 bombs. Note: No outside loop

Stall Speed	allowed. Note: Any non-H-Loop/"full"
Maneuver Sp.	H-Roll inverted Movement Point
Level Speed	is not allowed. Note: (x)
Dive Speed	Maneuver Requirement values
Loaded (Opt.)	apply to Bank/H-Roll/V. Dive/
Stall Speed	H-Loop only.

\*If using only LEFT Turns.

Dive Sp. -2



### Speed Increments

**Special Note:** Left Bank (LB) Max. Climb is -50% (rule #9) PLUS  
.1, or .05 fraction rounded UP.

**ORANGE/PINK** values: Field modified.  
All **ORANGE/PINK** values apply to 70"  
MAP "Hot Rod" field modification with  
paddle-blade propeller and waxing.  
(Max. Climb is 65" due to overheat.)

After May-June '44, almost all P-47s were  
transferred to a ground attack role in which  
**ORANGE** values were sporadic (if on continent),  
but **PINK** values remained, assuming paddle-  
blade propeller installed (D-20 and up mostly).

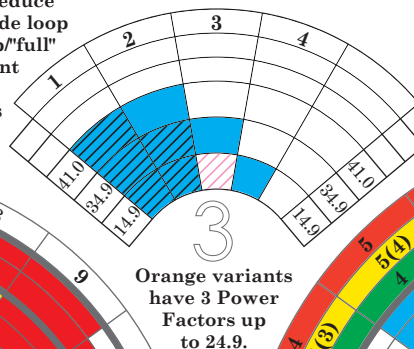
Note: **ORANGE** Sp. Points are an extension of  
Max. Level Sp., but Maneuverability  
Requirements remain as if in Dive Sp..

From Spring '44 many P-47s  
had wing pylons: Mg: 7.

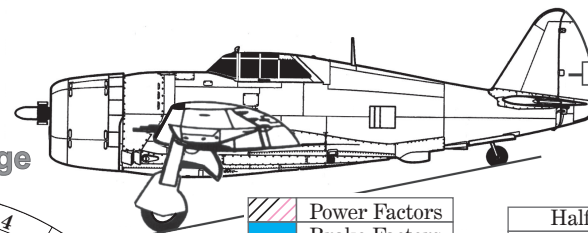
### Silhouette Modifier

Silhouette +3

### Speed Change

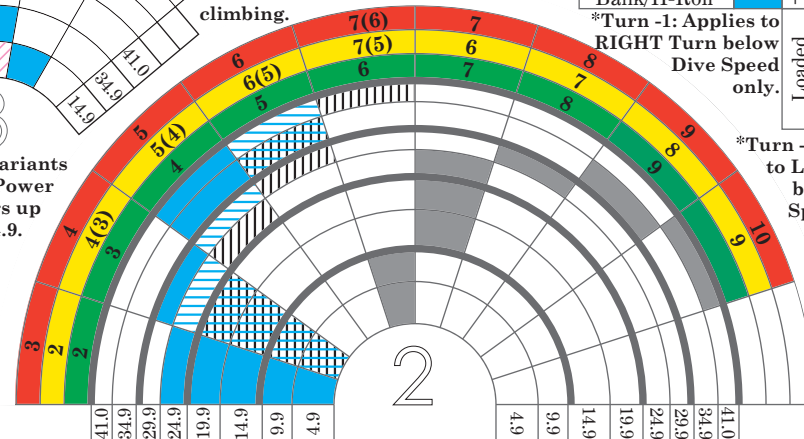


Orange variants  
have 3 Power  
Factors up  
to 24.9.



Power Factors  
Brake Factors

Note: Cannot use more  
than 1 Brake Factor while  
climbing.



Cannot use Turn cost=0 mode, is limited to 4 Turns, but may fire full force from ALL maneuvers

### Altitude Change

### Maneuverability Requirements

if both  
Current and Resulting G-T. are within Maneuver Speed.

Note: Turn cost above Maneuver Sp.: -2.

(No 2-Turn Slip  
allowed.)

Dive Acceler.	+1	Loaded	+
Climb Deceler.	-1	2 bombs	+
Max. Dive	-2		-4
Dive Sp. Climb	-4		-6
Max. Climb	-1		-2

### Target Characteristics

W	7	5	Cn	-	Mg	9
F	9		L	4		
C	3		C	-		
E	4	E	-	E	-	
G	4M	4M	4M	4M		
	(4)	(4)	(4)	(4)		
	FF		FF			
G	4M	4M	4M	4M		
	(5)	(3)	(3)	(5)		
	FF		FF			

Note: If one 4M  
gun unit is destroyed,  
firing beyond a  
range of 2 hexes reduces  
Total Gun Factors to 6.

### Alternate convergence.

Bubbletop variant (6293 built.):  
\*Turn -1 applies to BOTH  
Turn directions below Dive Speed.